INTELLIGENCE PREPARATION OF THE BATTLEFIELD (IPB)

STEP 1: DEFINE BATTLEFIELD ENVIRONMENT

■ AREA OF OPERATIONS
■ AREA OF INTEREST (12-24 HRS BASED ON DOCTRINAL MVMT RATES)

STEP 2: DESCRIBE BATTLEFIELD EFFECTS

■ ANALYZE THE BATTLEFIELD ENVIRONMENT:
- TERRAIN ANALYSIS - OCOKA
- WEATHER ANALYSIS
  - TEMPERATURE
  - PRECIPITATION
  - WIND
  - VISIBILITY/CLOUDS

■ DESCRIBE BATTLEFIELD'S EFFECTS ON THREAT & ENEMY CAPABILITIES AND BROAD COAs.

■ MCOO:
- UNRESTRICTED, RESTRICTED, SEVERELY RESTRICTED
- BUILT-UP AREAS (LARGER THAN 1 SQ KM)
- RIVERS/WATER OBSTACLES
- MCs FOR 2 LEVELS DOWN OF THE MAJOR ATTACKING UNIT
- AAs FOR 1 LEVEL DOWN

STEP 3: EVALUATE THE THREAT

■ DEVELOP A DOCTRINAL TEMPLATE
- DETERMINE HVTs
- DESCRIBE THE THREAT'S TACTICS & OPTIONS

■ IDENTIFY THREAT CAPABILITIES

STEP 4: DETERMINE THREAT COAs

■ IDENTIFY THE THREAT'S LIKELY OBJs &
DESIRED END-STATE
■ IDENTIFY THE FULL SET OF COAs AVAILABLE TO THE THREAT
■ EVALUATE & PRIORITIZE EACH COA
■ DEVELOP EACH COA
- SITUATION TEMPLATE
- COA DESCRIPTION
- LIST OF HVTs

■ IDENTIFY INITIAL COLLECTION REQUIREMENTS:
- EVENT TEMPLATE (NAIs & TPLs)

MOBILITY CORRIDOR WIDTHS

DIV = 6 KM
BDE/REG = 3 KM
BN = 1.5 KM
CO = 5OO M

RATES OF MARCH
6 KPH SECURITY ZONE
2 KPH MAIN BATTLE AREA
5 KPH REAR AREA

DIV AA = BDE/REG MCs WITHIN 10 KM
BDE/REG AA = BN MCs WITHIN 6 KM
BN AA = CO MCs WITHIN 2 KM